

# JAWS™

## UNLEASHED



MATURE 17+  
M  
CONTENT RATED BY  
ESRB



Appaloosa  
Interactive



MAJESCO  
ENTERTAINMENT



**WARNING:**

**READ BEFORE USING YOUR PLAYSTATION<sup>®</sup> 2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation<sup>®</sup> 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation<sup>®</sup> 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION<sup>®</sup> 2 FORMAT DISC**

- This disc is intended for use only with PlayStation<sup>®</sup> 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

*Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.*

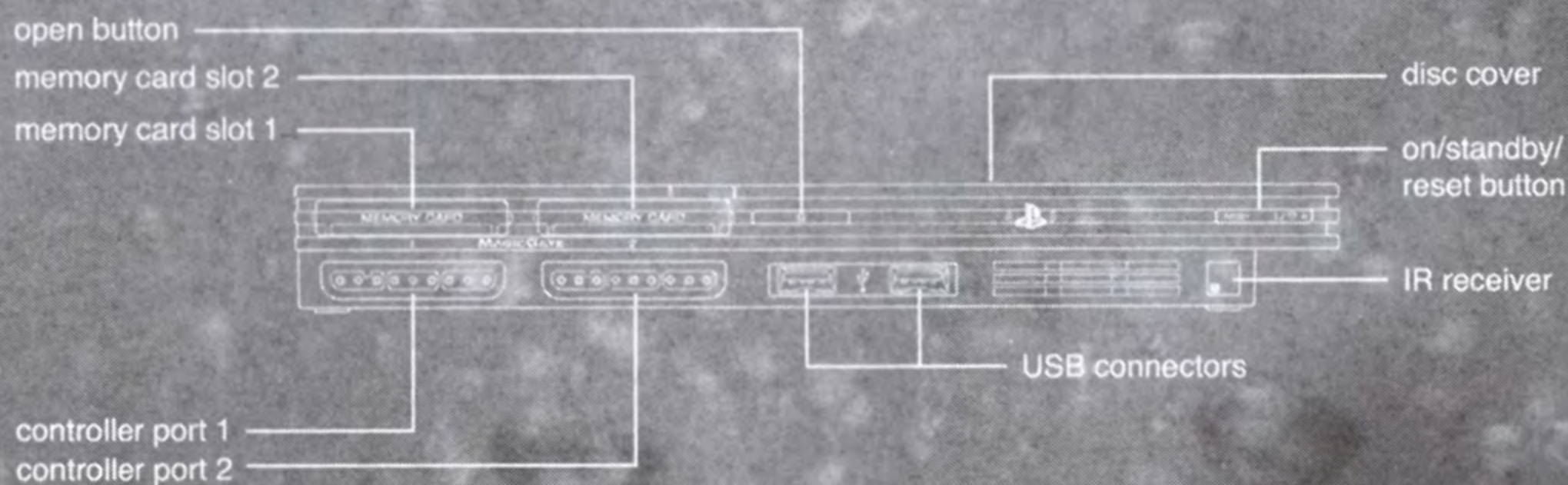


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# GETTING STARTED\*



Set up your PlayStation<sup>®</sup> 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **JAWS™ Unleashed** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

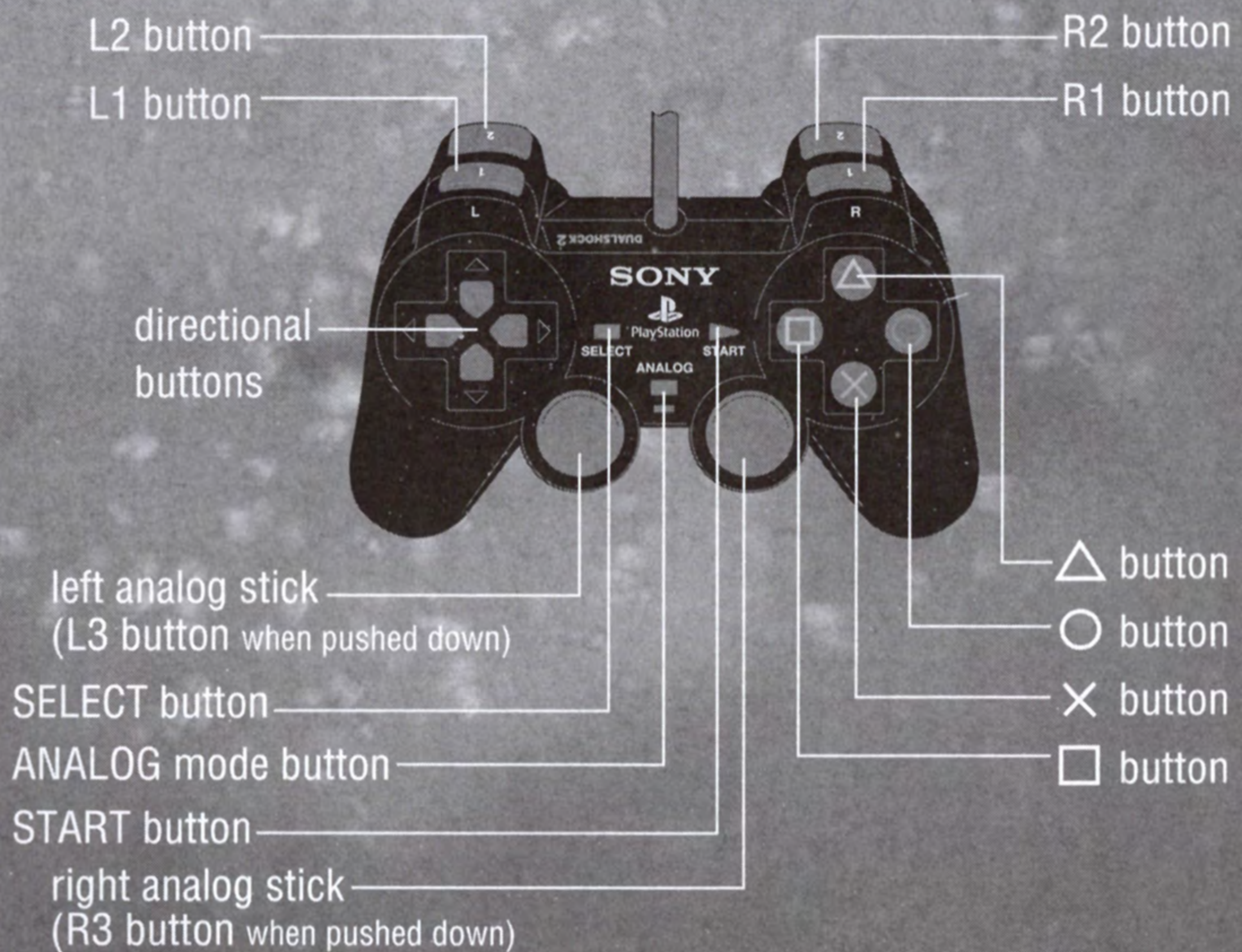
## Memory Card (8MB)(for PlayStation<sup>®</sup> 2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation<sup>®</sup> 2) into MEMORY CARD slot 1 of your PlayStation<sup>®</sup> 2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation<sup>®</sup> 2) containing previously saved games.



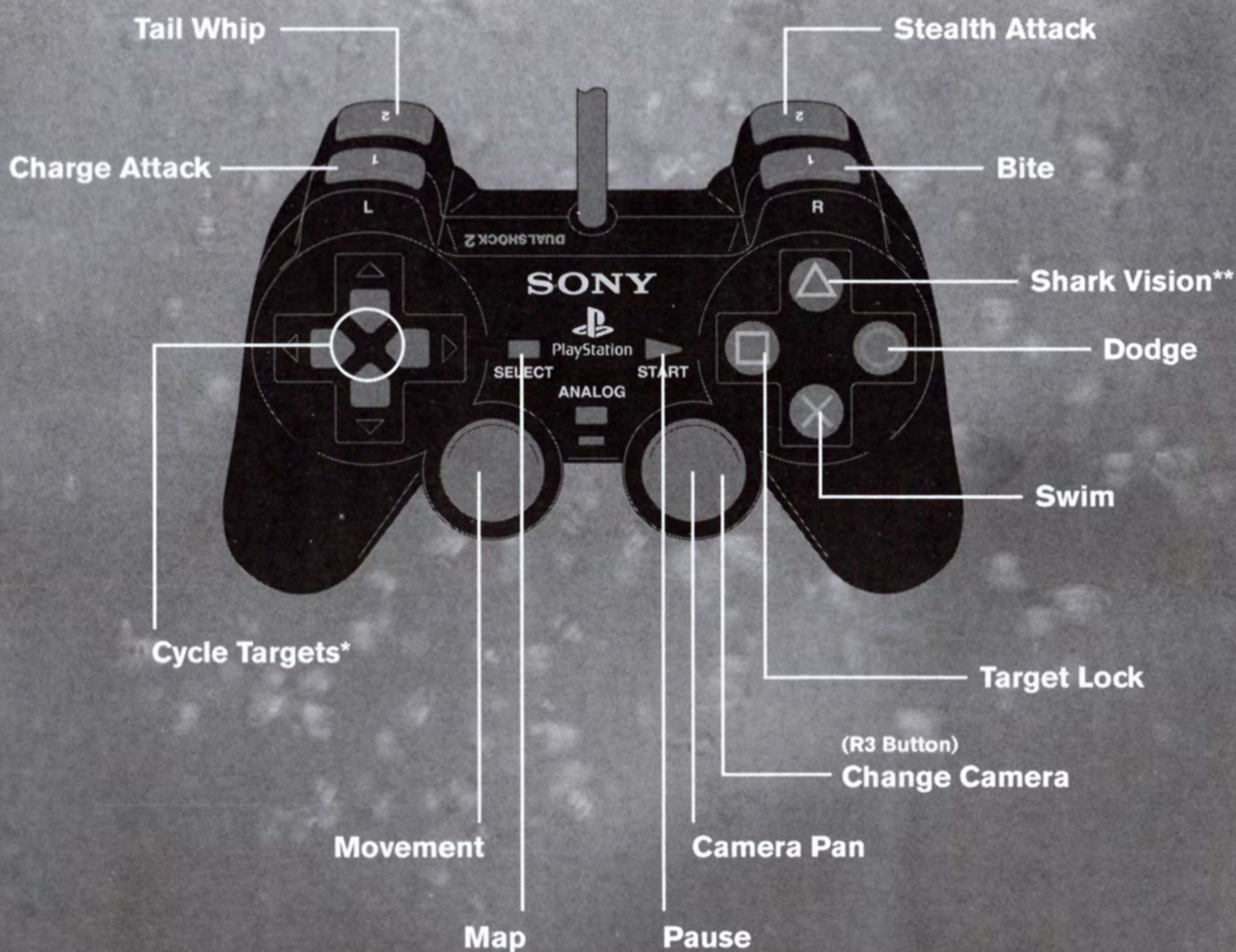
# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS





# CONTROLS



**NOTE:** There is an alternative control scheme you can select from the Options Menu.

\*Press left/right on the directional pad to cycle through multiple targets one at a time in either direction. Press up/down to select different parts of your human target.

\*\*Shark Vision is a special vision mode that allows you to detect your victims, blood trails and other objects undetectable via normal vision (such as security sensors).



# THE STORY

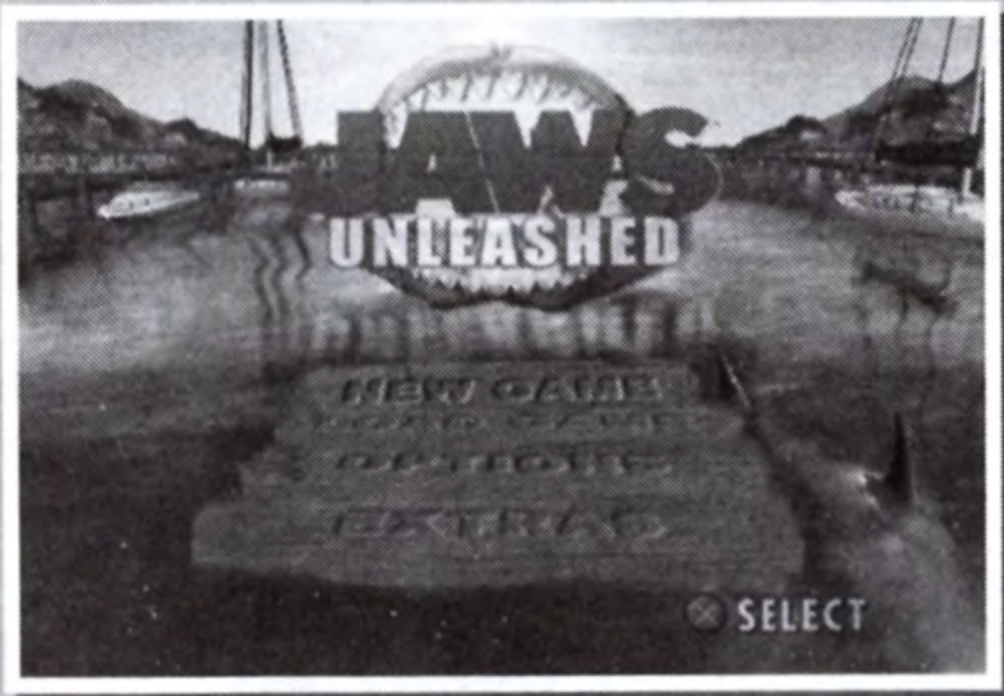
SO FAR...

**UNDER THE LEADERSHIP OF MAYOR LARRY VAUGHN JR., AMITY ISLAND BECAME AN ECONOMICALLY BOOMING NEW ENGLAND ISLAND SINCE JAWS FIRST RAVAGED THE AREA MORE THAN 30 YEARS AGO. MAYOR VAUGHN'S NEW PARTNERSHIP WITH ENVIRONPLUS CEO STEVEN SHAW WILL CREATE ADDITIONAL JOBS THAT WILL TRIPLE THE ISLAND'S INCOME AND DRAMATICALLY INCREASE ITS POPULATION AND REAL ESTATE VALUES.**

**LOCAL MARINE BIOLOGIST MICHAEL BRODY HAS BEEN STUDYING THE WATERS AROUND AMITY ISLAND FOR DECADES AND IS WARY OF AMITY'S HISTORY. IGNORING BRODY'S CONCERNS, MAYOR VAUGHN ALLOWS ENVIRONPLUS TO CONTINUE CONSTRUCTION WHILE HE PREPARES FOR THE GALA 4TH OF JULY CELEBRATION. AS JAWS, YOUR GOAL IS TO CAUSE MAYHEM AROUND THE ISLAND WHILE EVADING CAPTURE AND DEATH.**



# MAIN MENU



Navigate the Main Menu by using the following: Directional buttons to highlight selections; **X** button to accept a choice and **△** button to cancel/go back to a previous menu. The Main Menu contains the following choices: **New Game**, **Load Game**, **Options** and **Extras**.

**New Game:** Select to start a new adventure.

**Load Game:** Select to load a previously saved game.

**Options:** Select to display the Options Menu where you can configure game controls, camera, audio and display.

**Extras:** Select to display a variety of extras as detailed below.



## EXTRAS MENU

*Movie:* Access bonus film clips from the **JAWS** movie.

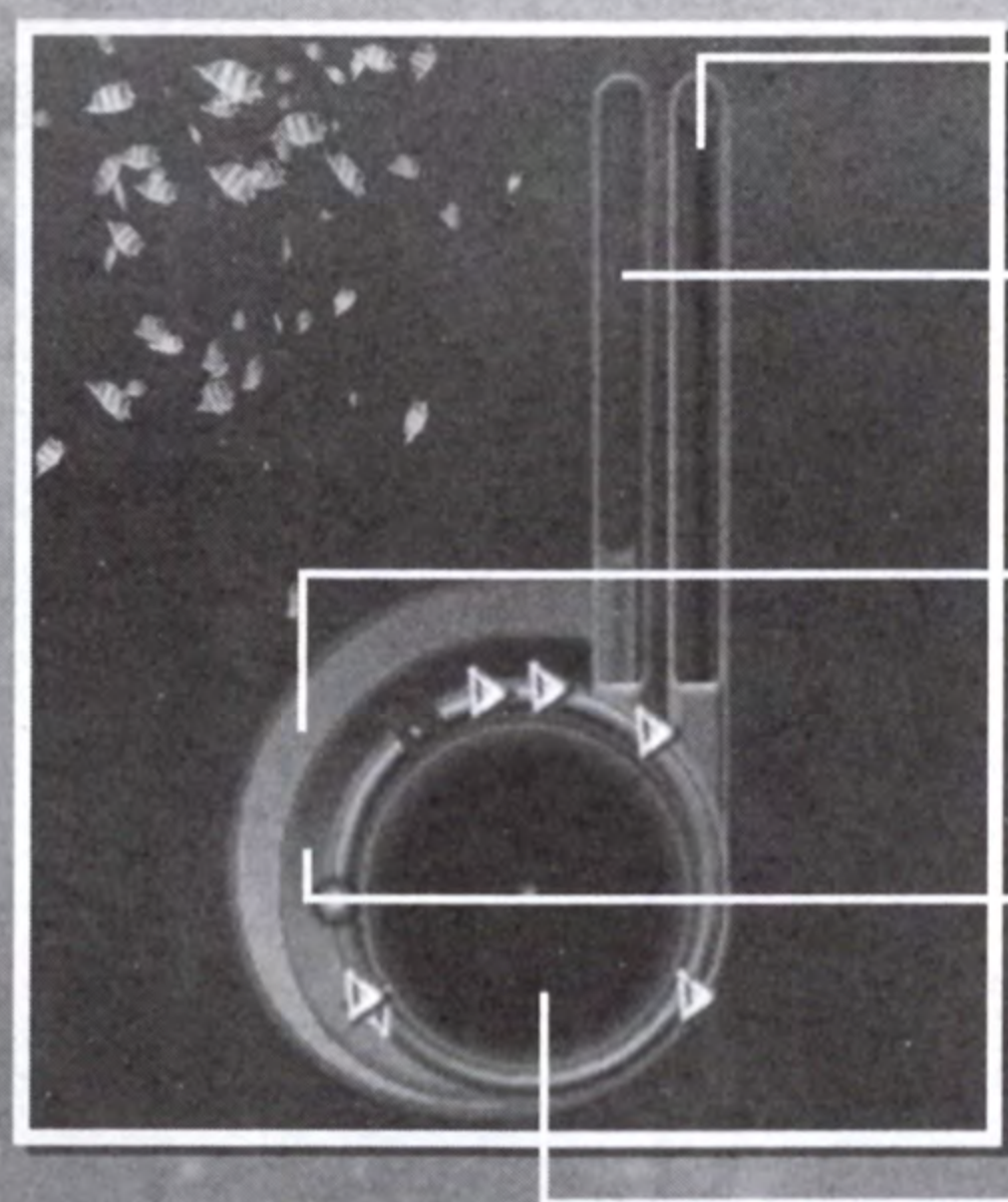
*Animal Bios:* View facts about all of the in-game creatures.

*Credits:* Select to view the credits for **JAWS Unleashed**.

*Trailers:* Check out other Majesco Entertainment products.



# HEADS UP DISPLAY



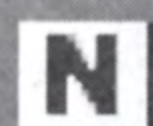
**Health Meter:** Decreases as **JAWS** takes damage and refills as **JAWS** eats.

**Hunger Meter:** Decreases as **JAWS** gets hungry. When the meter is empty, **JAWS** will starve and lose health.

**Charge Meter:** Indicates the strength of **JAWS'** charge attack and head butt.

**Tail Whip Gauge:** The blue meter indicates the strength of **JAWS'** tail whip.

**Radar:** Indicates **JAWS'** proximity to objects and creatures.



*Blue N:* North



*Red Dot:* Story Mission Objective(s)



*Yellow Dots:* Larger enemies including other sharks, divers and boats. Transparent yellow dots are not at the same depth as you. Larger transparent dots indicate an enemy above you while smaller transparent dots indicate an enemy below.



*White Triangles:* Side Challenge locations and objectives






*Green Squares:* Points of Interest



*Anchor:* Save Game Points (Open Ocean only)



# IN GAME MENU

Pressing the  button pauses the game and displays the In-Game Menu. Use the directional button to scroll through your choices, then press the  button to select an option or the  button to return to the In-Game Menu.

The In-Game Menu contains the following: Continue, Abilities, Options, Restore Checkpoint and Quit Game.

## Continue:

Select to exit the menu and return to game play.

## Abilities:

You can improve **JAWS'** five main abilities by earning points and purchasing ability upgrades.

*Accuracy:* **JAWS'** ability to successfully hit a target near or far.

*Power:* **JAWS'** ability to inflict damage.

*Speed:* **JAWS'** swimming velocity.

*Hunger:* **JAWS'** ability to function over time without eating.

*Health:* **JAWS'** overall life.

## Options:

Select to display the Options Menu where you can configure game controls, camera, audio and display.

## Restore Checkpoint:

Select to restart the game from your last saved checkpoint.

## Quit Game:

Select to exit game play and return to the Main Menu.





# SAVING YOUR GAME

There are various points throughout the Open Ocean where you can save your game. A sunken anchor identifies these points. One game save will require 80 KB on your memory card (8 MB) (for PlayStation®2). You can also save your game at the end of every Story Mission.

# MISSION TYPES

There are two different mission types in *JAWS Unleashed*—Story Missions and Side Challenges. Each mission has a distinctive map icon that identifies what type of mission it is.

## Story Missions

Story Missions consist of 10 individual chapters that advance the **JAWS** plot. A cinematic will introduce the mission once you enter the map area where the next Story Mission is available.

## Side Challenges

You can voluntarily choose to play Side Challenges that are scattered throughout Amity Island. To begin a Side Challenge, swim into the glowing buoy. When you enter the area, the objective appears and you are prompted to activate the challenge. To exit the Side Challenge, swim away from it. You can try Side Challenges as often as you like.

All Side Challenges have three levels of difficulty: easy, medium and hard. If you complete a challenge on easy or medium, the next time you enter the same type of Side Challenge it will automatically begin at the next difficulty level.





# POINTS SYSTEM

**As JAWS, you are awarded points for completing Story Missions and Side Challenges. You also earn points for eating, destroying and picking up collectibles. Destroying or collecting items earns minimal points, but higher totals are awarded when you complete a Story Mission or Side Challenge.**

## **Mayhem Points**

Earned mayhem points can be used to upgrade shark abilities. To check your point total, press the  button to bring up the Pause Menu.

## **Points for Collectibles**

You can collect license plates and treasure chests around the island and through Story Mission locations. If you collect all items, you receive bonus points.

**NOTE:** Bonus points are also awarded for finding rare items. Collect four tin cans within a level to unlock JAWS movies.



# COMBAT

There are a range of moves you can connect to create deadly attack combinations as **JAWS**. Initially, you can only use basic attack moves and combos, however, once you gain points and increase **JAWS**' abilities, you learn new devastating moves.

**NOTE:** All indicated controls are for the default configuration.

## BASIC MOVES

### Bite

The bite is **JAWS**' most common attack. Move the left analog stick in any direction while pressing the **R1** button to bite in a desired direction.

### Charge Attack

Tap the **L1** button to make **JAWS** dart forward at an accelerated speed and head butt whatever is in his way. Hold the **L1** button to charge the Charge Meter. The longer you hold it, the greater the strength of the charge and head butt. **JAWS** will also charge when you hold the **L1** button and then quickly slide the left analog stick down then up.

### Tail Whip

Tap the **L2** button to make **JAWS** perform a tail whip. Hold the button to charge up the Tail Whip Meter; the longer you hold it, the greater the strength and velocity of the tail whip. Move the left analog stick left/right in conjunction with the **L2** button to tail whip in a particular direction.



### **Stealth Surface Attack**

Press and hold the **R2** button when a victim is near the surface to make **JAWS** grab and hold it without being seen.

After grabbing the victim, move the left analog stick left/right to drag the victim back and forth across the water. Once you release the **R2** button, **JAWS** pulls its victim down beneath the water's surface. This move can only be used on humans and dogs; it cannot be used on boats or other large objects.

**NOTE:** If performed correctly, this attack will incite terror amongst nearby humans.

### **Underwater Dodge**

Press the **○** button in conjunction with a direction on the left analog stick to perform an evasive dodge in a particular direction.

### **Target Lock**

Press the **■** button to lock onto a target. While locked, use the directional button left/right to switch between targets.

While locked, use the directional button up/down to switch between specific parts of a human target.

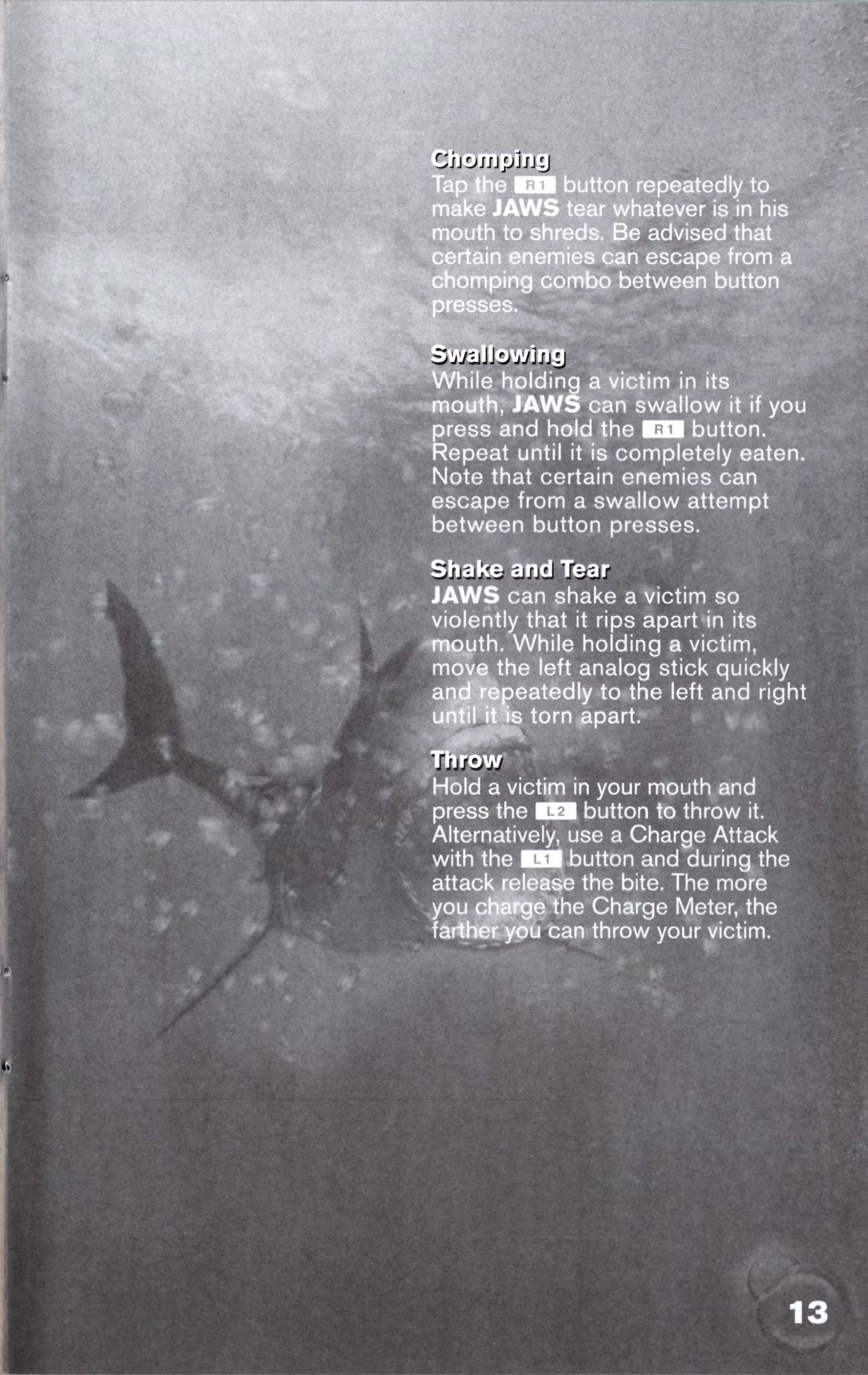
## **ADVANCED MOVES**

**JAWS** can also perform more advanced combo moves when basic moves are combined with additional buttons.

### **Hold**

Press and hold the **R1** button to make **JAWS** hold any object he bites for an extended period of time. Use this move to torture enemies and carry objects from one place to another.



A close-up, black and white photograph of a shark's mouth, showing several rows of sharp, pointed teeth. The background is dark and textured, possibly the interior of the shark's mouth or a similar environment.

### Chomping

Tap the **R1** button repeatedly to make **JAWS** tear whatever is in his mouth to shreds. Be advised that certain enemies can escape from a chomping combo between button presses.

### Swallowing

While holding a victim in its mouth, **JAWS** can swallow it if you press and hold the **R1** button. Repeat until it is completely eaten. Note that certain enemies can escape from a swallow attempt between button presses.

### Shake and Tear

**JAWS** can shake a victim so violently that it rips apart in its mouth. While holding a victim, move the left analog stick quickly and repeatedly to the left and right until it is torn apart.

### Throw

Hold a victim in your mouth and press the **L2** button to throw it. Alternatively, use a Charge Attack with the **L1** button and during the attack release the bite. The more you charge the Charge Meter, the farther you can throw your victim.



## **MOST ADVANCED MOVES**

These are the most deadly and unique combos that **JAWS** can perform. These four moves are unlocked as you purchase ability upgrades.

### **Corkscrew Attack**

Once the Charge Attack and Tail Whip Meters are fully charged, release the **L1** button (charge) first and then the **L2** button (tail whip) to perform a corkscrew attack. If **JAWS** hits an object or enemy, he inflicts severe damage.

### **Body Bomb**

Charge out of the water then quickly move the left analog stick up. **JAWS** will spring out of the water and perform a half rotation leap. If timed correctly, **JAWS** can land on targets above the water and smash them apart.

### **Surface Throw and Catch**

**JAWS** throws a victim into the air and then charges to catch it again in midair. While dragging a victim with the Stealth Surface Attack, press the **R1** button.

### **Power Tail Whip**

**JAWS** releases a victim and then smacks it far with its tail. Charge up your Tail Whip Meter to its maximum, grab and hold a victim in your mouth, then release the **R1** and **L2** buttons as you release your victim.



## **APPALOOSA INTERACTIVE**

### **Executive Producers**

Stephen Friedman  
Bruce Lichorowic

### **Producer/Designer**

Darren Atherton

### **Project Manager**

Kadocsa Tassonyi

### **General Manager**

Csaba Soltesz

### **Project Coordinator**

Vera Meszaros

### **Assistant Designer**

Robert Wong

### **Lead Programmers**

Balazs Mako  
Ignac Fester

### **Programmers**

Mihaly Brudnyak  
Szabolcs Martha  
Tamas Jutasi  
Gabor Bondor  
Norbert Kett  
Gyula Gubacsi

### **Additional Programming**

Balazs Soos  
Attila Zakarias

### **Graphic Artists**

Szilard Siroki  
Zsolt Kemenczes  
Nandor Hamberger  
Gergely Zsolnay  
Gabor Illes  
Beatrix Bukkosy  
Attila Ferro  
Ferenc Zsolnai

### **Additional Graphic Art**

Daniel Mecs  
Zoltan Weszely  
Szilvia Toth

# **CREDITS**

Csaba Zsilvolgyi  
Attila Roth  
Gabor Forrai  
Balazs Haui

### **Additional Artwork**

Critical Mass Interactive, Inc.  
Liquid Development  
Shadows In Darkness, Inc.

### **Level Designers**

Sandor Mezei  
Neszta Volkai  
Zoltan Somorjai

### **Sound Effects**

Attila Heger  
Laszlo Molnar

### **Music by**

Tommy Tallarico Studios, Inc.

### **Original JAWS theme**

**composed by**  
John Williams

### **Orchestrations and Arrangements**

Tommy Tallarico  
Michael Richard Plowman  
Benoit Grey  
Mike Rubino  
Cris Velasco  
Alistar Cooper  
Rod Abernathy  
Scott Starret

### **Voice Over**

3volution Productions

### **Special thanks to**

All our families



## **UNIVERSAL**

Bill Kispert  
Jennifer Westerlund  
Debbie Jackman  
Todd Whitford  
Natalie Zadeh  
Waisze Lam  
Julie Chebbi  
Randy Nellis  
Lisa Baldwin  
Rachel Quach

## **AMBLIN**

Barbara Farrow

## **MAJESCO**

**Creative Director**  
Joseph Sutton

### **Producer**

Brian Regan

### **Associate Producers**

Anthony DeLuca  
Eric Jezercak  
Adam Sutton

### **Art Director**

Frank Lam

### **PD Manager**

Catherine Biebelberg

### **VP Marketing**

Ken Gold

### **Senior Product Manager**

Liz Buckley

### **Associate Product Manager**

Zach Smith

### **Marketing Assistant**

Matt Ciccone

### **PR Account Executives**

Robyn Cucurullo  
Ann Mangold

### **Director of Creative Services**

Leslie Mills DeMarco

### **Package and Manual Design**

Andy Cummings  
Vic Merritt  
Origin Studios

### **Web Site Design**

Vic Merritt  
James Becker

### **IT Manager**

Paul Campagna

### **Burn Technician**

Kevin Tsakonas

### **QA Manager**

Joe McHale

### **Project Lead**

Eric Jezercak

### **Lead Testers**

Rob Cooper  
Kevin Kurdes

### **Test Leads**

Jonathan Black  
Joey Goldstein  
Onix Alicea

### **QA Testers**

Jorge Cosme  
Gina Giacobbe  
Nick Greder  
Manny Hernandez  
Josh Hexner  
Tito Jimenez  
Phillip Johnson  
Pete Rosky  
Martin Sanelli  
Rich Wogan  
Hunter S. Gollum  
Miquel Nieves  
Larry Contreras  
Mark Duniyak  
John Moran

### **Special Thanks**

Morris Sutton  
Jesse Sutton  
Sean Scott  
HighWater Group  
Jennifer Caroselli



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**1-900-285-TIPS**

1-900-285-8477

(\$1.99 per minute.) Must be 18 years or older, or have a parent's permission to call. Touch tone phones only.

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PlayStation 2



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